Subject: Nice
Posted by Volker Friese on Thu, 22 Mar 2012 09:39:47 GMT

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Quote:Such as scheme is already implemented since more than a year. For CBM there is a CbmMCEvent and CbmMCEventHeader which can be used instead of the FairMCEvent or FairMCEventHeader. Both classes inherit from the base classes and add new data members. The CbmMCEventHeader for example add an additional data member for the reaction plane angle. To use the CbmMCEventHeader one has to add the following lines in the simulation macro

Nice feature. I know that we discussed it some times ago, but was not aware that is has been implemented. Must be the age.

By the way: What happens if you do not specify the usage of CbmMCEventHeader in the macro? I suppose the CbmUrqmdGenerator crashes when doing the dynamic cast.